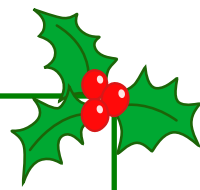


The Christmas Morning That Almost Wasn't

a Savage Kids' Tale
by Sean Tait Bircher





The Christmas Morning That Almost Wasn't

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Book cover texture by semireal-stock.deviantart.com

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Special thanks to Andrew W. Dier and Ronnie Bradley
for the Facebook thread that inspired the adventure

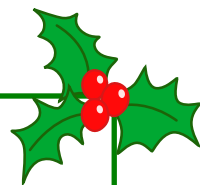
Sample file

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Introduction

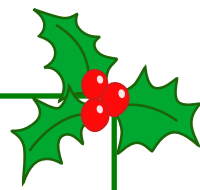
On Christmas Eve, a foolish living snowman named Harald takes the magical Hourglass of Eons and sneaks away from Santa's Castle to deliver it to Imp of Winter, Jack Frost. Now several young animals must track Harald through the snow and forests of the Land Beyond the North Wind before Harald hands over the hourglass – and Jack Frost makes it winter forever.

The Christmas Morning That Almost Wasn't is a holiday-themed scenario for younger players inspired by L. Frank Baum's *The Life and Adventures of Santa Claus*, Rankin/Bass Productions' animated specials, Rene Cardona's *Santa Claus*, J.R.R. Tolkien's *Father Christmas Letters* and (ever so slightly) Grant Morrison and Dan Mora's *Klaus*. The adventure tones down *Savage Worlds*' pulp action atmosphere to emphasize nonviolence (even on the part of the villains) and diplomacy. The pre-generated character sheets in the back are formatted in a non-standard way to improve comprehension for younger readers.

Setting Rules

The Christmas Morning That Almost Wasn't uses the Heroes Never Die and Joker's Wild setting rules. (Game Masters may choose to also use Blood & Guts, but obviously not allude to it by that name around young children.)





Read or paraphrase the following to the players:

From his castle in the Land Beyond the North Wind, Santa Claus watches over an unruly collection of faerie creatures, living snowmen, talking animals, and winter spirits. The most mischievous of the winter spirits is Jack Frost, the troublesome son of Old Man Winter and Mother Nature. Jack resents that – like all winter spirits – he only gets to visit the Earth for a few months every year, and frequently schemes to find some way to increase the time he can pester humanity.

Recently, Jack has been seen near Santa's Castle talking with a living snowman named Harald. Harald – like all living snowmen – came to life when his maker's love mixed with some Christmas magic. Unfortunately, like all snowmen, Harald could not stay with his maker when the warm sun of Spring began to shine and so he was spirited away to the Land Beyond the North Pole for safety. Despite being surrounded by other friendly elves, talking animals, Santa's family, and even other magical snowmen, Harald has never really made any friends and instead sulked and pined to see his maker again.

Jack Frost told Harald the Snowman that he could live with the child who made him all the year round if only it was winter every day – and that it could be winter all the time if only Jack possessed the Hourglass of Eons. The Hourglass of Eons is the magical timepiece Santa Claus uses to freeze time so that he can deliver all the world's presents in one night (after all, no one could possibly visit a billion households in just one night, right?). Santa uses the Hourglass to stretch out Christmas Eve into twelve days and nights, but if someone froze the Hourglass, it could be Christmas Eve forever. This wouldn't be so bad for the people of the Land Beyond the North Wind – life there would go on normally – but all the children and grown-ups of Earth would never wake up.

Santa, Mrs. Claus, and the Krampus left hours ago to deliver presents. All of the grown-up reindeer are gone with them, and all of the adult elves are down in Christmas Village celebrating the end of the year's work. When you see Harald walking off into the Winter Woods with a big present, you suspect that you'd better check Santa's Castle and make sure everything is alright.